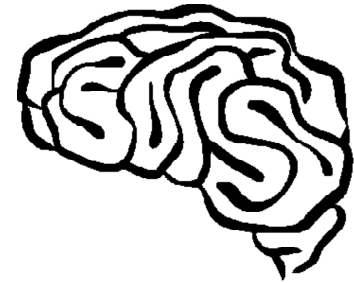
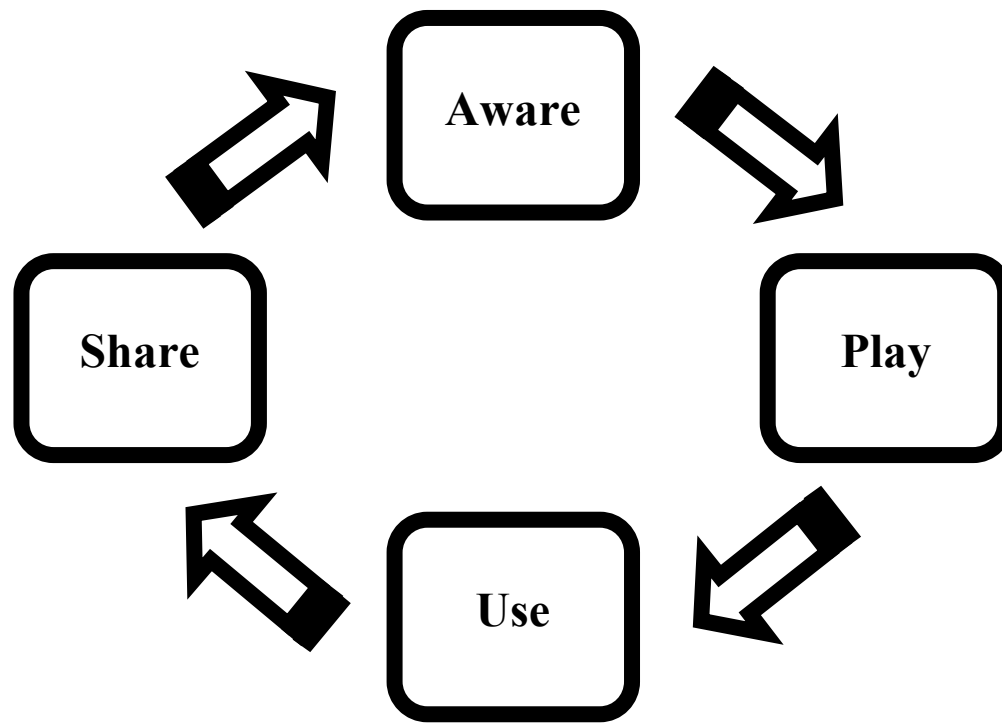
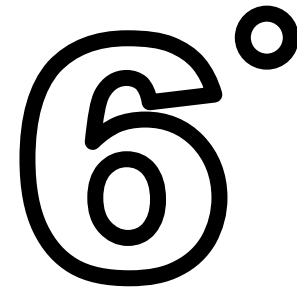


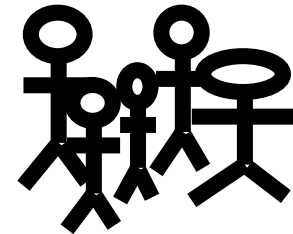
Cycle of 21st Century Change



Neuroplasticity
-ability to change your brain

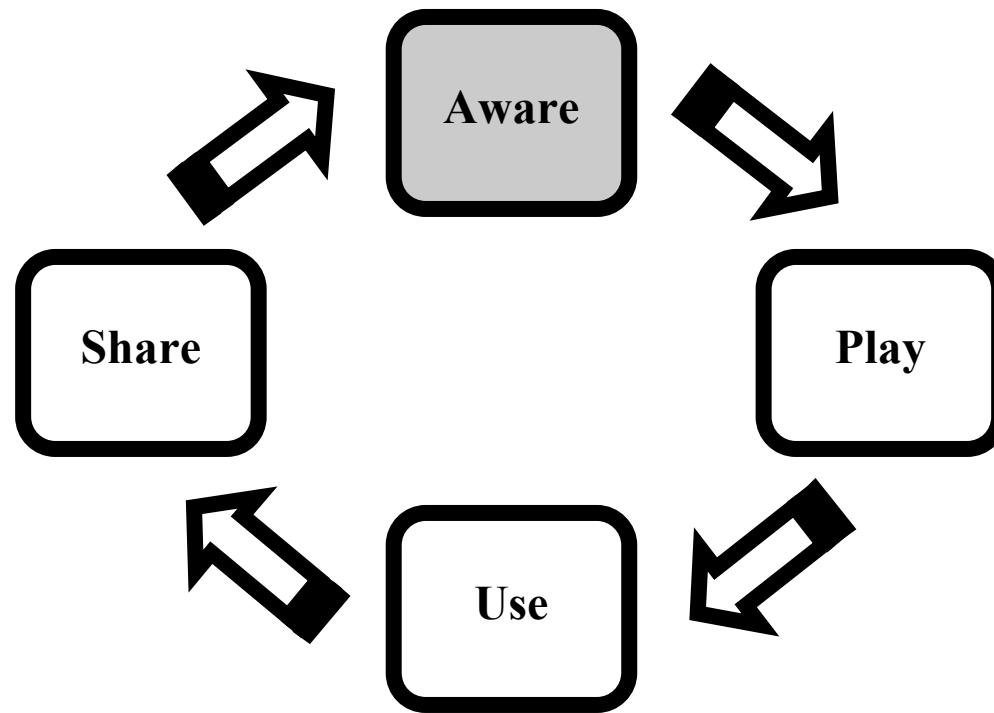


Six degrees of separation (Human Web)
-the ability of anyone to quickly connect with others through networking



Collective intelligence
-the effect of diverse groups producing a better product or superior knowledge to any individual in the group.

Ideas Behind- Cycle of 21st Century Change



Ways to Build Awareness

5 Minute Sharing – Introduce staff to a new tool for discussion during each meeting.

30 Second Screencasts – Short videos of new technology that can be emailed and posted to the web.

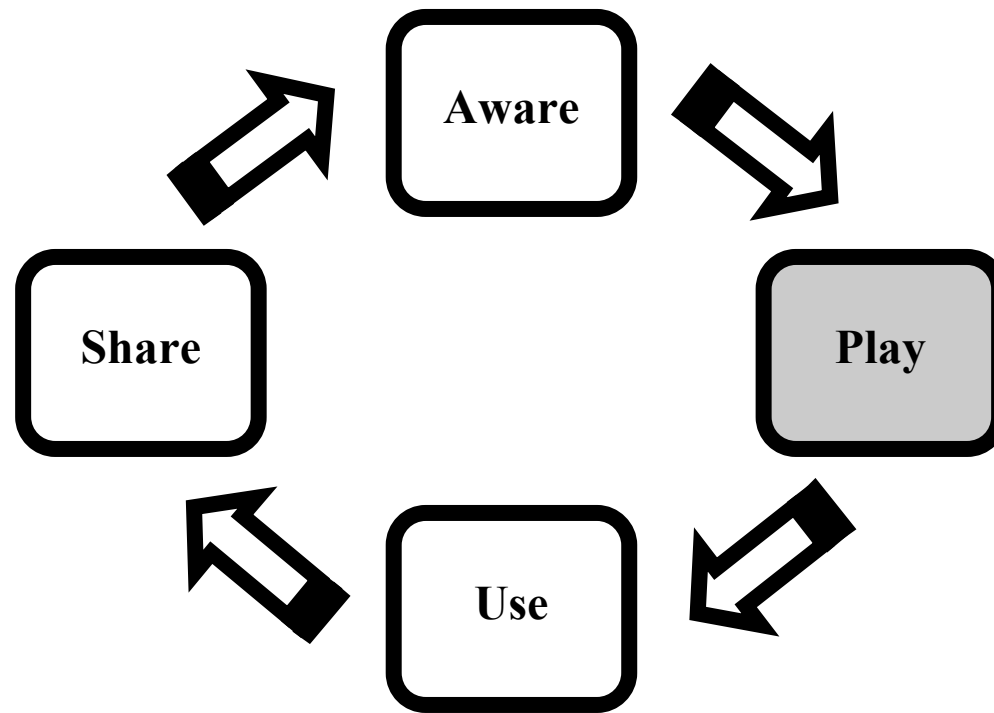
Email of the Week – Send a short introduction of new tools each week through listserves.

Group Wiki/Blog – Create a community site for sharing new resources.

Social Bookmarking – Tools like Diigo.com quickly make individuals aware of global resources.

Social Networking – Connect people to help build empathy as they learn.

Newsletter – Utilize older media to help connect newer tools.

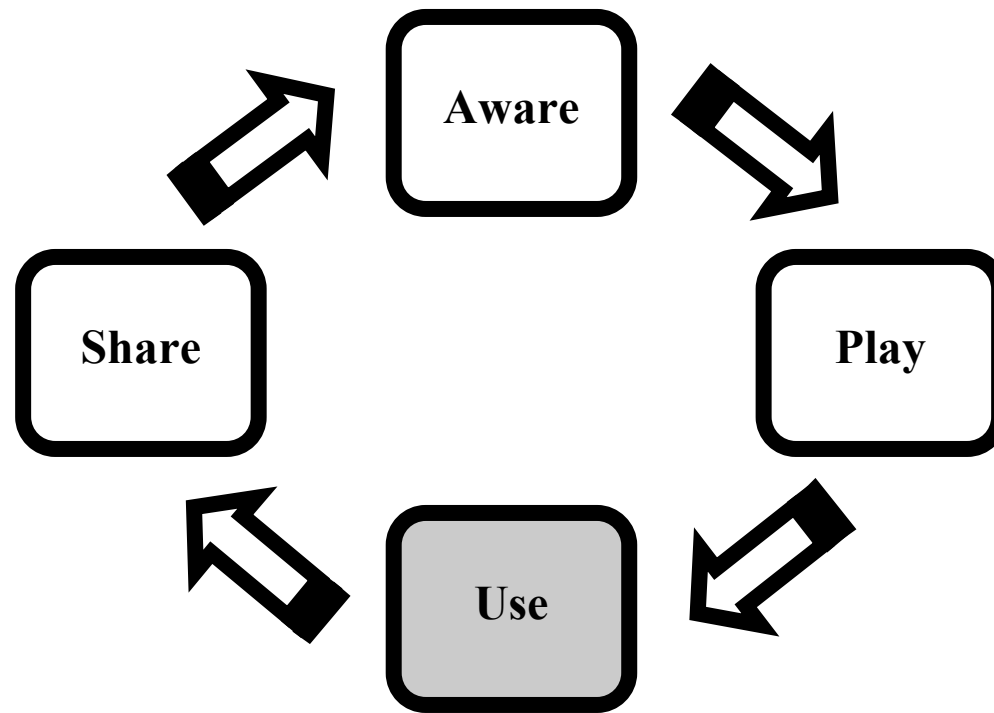


Constructive Playtime

Project-based Learning – Give teachers free time to produce content for their classrooms. These projects need to be shared to help the group learn from each other.

Support – Giving individuals time is not enough to make them become a user. In the Cycle of 21st Century Change, support can come from friends, family, instructional technology coaches, professional learning communities and social networking.

Stay Clear of How To Training – Giving a large group step-by-step training doesn't allow for creative and innovative thinking. Most Web 2.0 technologies are intuitive. With a short amount of playtime, individuals can become users of the technology.

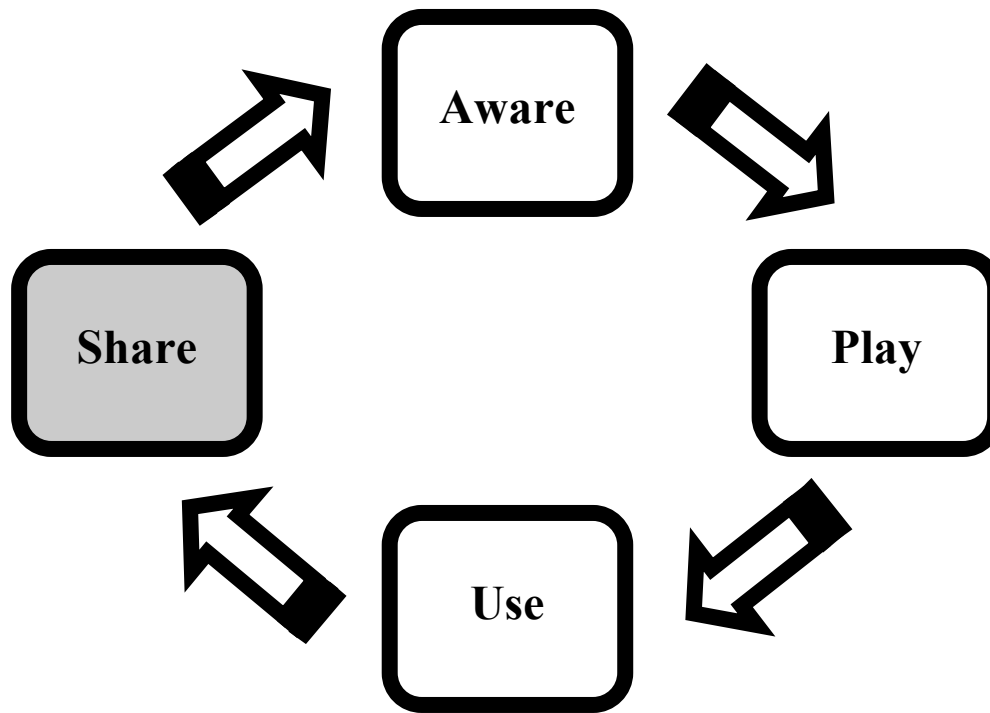


Becoming a User

Understanding Purpose – Simply knowing how to use a technology offers very little benefit. When the tool offers a purpose that improves effectiveness and/or efficiency, the individual becomes a user.

Always ask, “How does this tool improve the students’ ability to learn?”

Creates Useful Materials - Understanding the potential of a tool is a skill that happens during the play stage. An individual must put the technology into practice in order to truly become a user.



Learning to Share

Expanding the 'Human Web' – As individuals complete the Cycle of 21st Century Learning, they become a driving force behind introducing others to the new style of learning.

No One is in Charge – Because everyone learns to perpetuate the cycle, consistent leaders do not exist. Some individuals are better suited to share more often, but anyone can spread knowledge and support.

Supporting the 'Human Web' – By building local and global connections, individuals learn to seek and teach the cycle to the global learning community.

Learning Re-Purposing – By utilizing social networking in the learning process, individuals learn to use past skills in new and creative ways from the experiences of others.

Avoid Group Think – By connecting to a larger more diverse community, we all avoid the trap of believing everyone thinks and feels the same as our local networks.

Cycle of 21st Change Questionnaire

1. Do you utilize social bookmarking to share resources? **(Yes or No)**
2. If Yes, give a recent example of how you utilized social bookmarking to share resources.
3. What service did you use?
4. Would you be willing to share your experience with others? **(Yes or No)**

5. Have you participated in a collaborative project with a group outside of the district? **(Yes or No)**
6. If Yes, please describe your experience.
7. What tools did you use?
8. Would you be willing to share your experience with others? **(Yes or No)**

9. Do you belong to a social network like Facebook, MySpace, LinkedIn, etc...? **(Yes or No)**
10. If Yes, describe how it helps you connect with the world.
11. What service do you use?
12. Would you be willing to share your experience with others? **(Yes or No)**

13. Do you utilize social media that is shared freely throughout the Internet? An example would be videos from YouTube.com or Slides from Slideshare.net. **(Yes or No)**
14. If Yes, what services have you used?
15. Have you ever created content and shared your materials online? **(Yes or No)**
16. If Yes, please offer details.

17. Are you familiar with the Creative Commons licensing? **(Yes or No)**
18. Have you ever shared content under the Creative Commons license? **(Yes or No)**

19. Rate your willingness to adjust your current teaching style. (1 No Need To Change – 5 You Must Constantly Change)

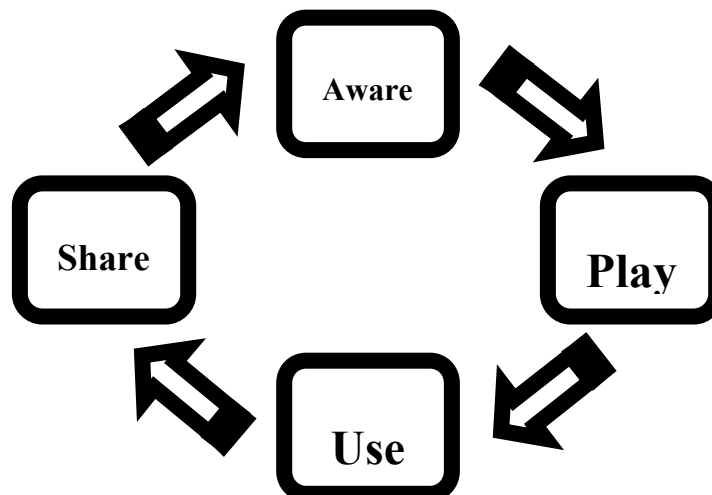
20. Rate your willingness to work with others. (1 I Must Work Alone – 5 I work best in a Team)

21. Please add any additional comments you wish to make concerning the adoption of 21st Century Technology into the classroom.

Measures of Success

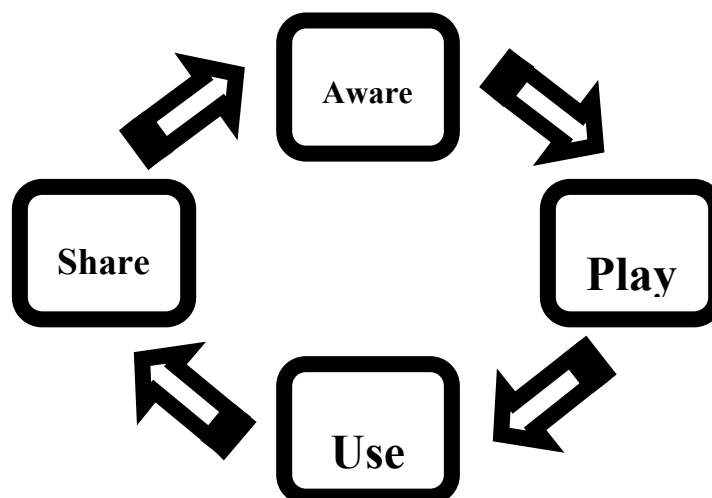
- Success is measured by the demonstration of constructive sharing
 - Social Bookmarking
 - Collaborative projects (Outside Brick-n-Mortar building)
 - Social Networking
 - Social Media
- User must demonstrate **3 examples** before they are included as a member of the Cycle of 21st Century Change.
- Expectations for integration should be as follows:

Percentage of Staff	Adoption Timeframe	Group Designation
10%	7 days	Phase I
25%	30 days	Phase II
50%	90 days	Phase III
80%	180 days	Phase IV
90%	365 days	Phase V
100%	3 years	Phase VI



Example Roll-Out

1. Make everyone aware of the simple 4-phase method of the Cycle for 21st Century Change.
2. Make sure the entire group understands that the model is about depending on each other. Everyone is needed.
3. Offer your choice strategies for building Awareness. **Suggestions:**
 - a. Building Wiki
 - b. Weekly Email
 - c. Newsletter
 - d. 5-minute sharing
 - e. Social Bookmarking
 - f. Social Networking
 - g. Other Creative/Innovative ideas the group develops – Ask the group for ideas – This is not a one-time conversation
4. Offer your choice strategies to allow for Play. **Suggestions:**
 - a. 30 minutes a day to explore
 - b. in-service time dedicated to exploring
 - c. Develop Wiki/Blog to be explored anytime
 - d. Other Creative/Innovative ideas the group develops – Ask the group for ideas – This is not a one-time conversation
5. Offer your choice strategies for demonstrating Using. **Suggestions:**
 - a. Post example projects on a district web presence.
 - b. During group sessions, have individuals share with small groups.
 - c. Ask staff and students to share their creations.
 - d. Other Creative/Innovative ideas the group develops – Ask the group for ideas – This is not a one-time conversation
6. Offer your choice strategies for allowing the group to Share. **Suggestions:**
 - a. Diigo.com is a free social bookmarking service that can be learned during the play, but offers an excellent ability to share with a global network.
 - b. Build a local social network using Ning.com.
 - c. Create a group wiki for sharing.
 - d. Other Creative/Innovative ideas the group develops– Ask the group for ideas – This is not a one-time conversation



Tools to Learn

To help weed through the overwhelming number of resources, below are some suggested free tools to help start building awareness. Once you have become comfortable with the Cycle of 21st Century Change, your network will start to take over.

Communication Tools

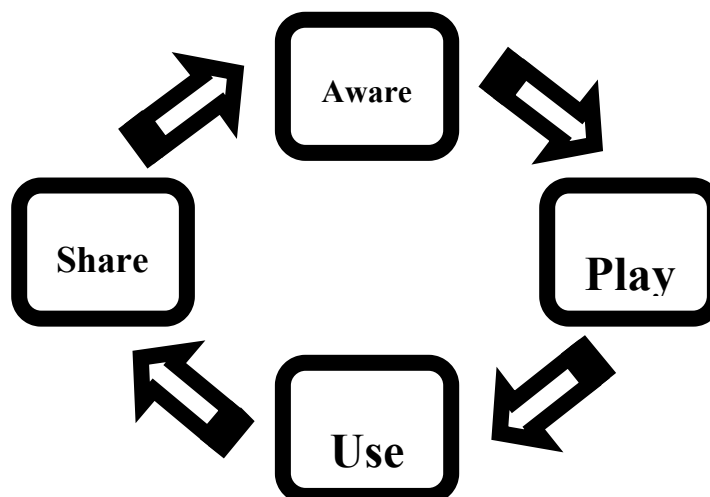
Wikis – Wikispaces, WetPaint, PBWiki
Social Bookmarking – Diigo.com, Delicious
Online Apps – Google Docs, Zoho.com
Chat – Skype, Oovoo, Ekko.tv
Video – uStream.tv, Blip.tv
Social Networking – Ning, Elgg.org, Facebook, MySpace
Virtual Classrooms – DimDim.com, iVisit.com
MicroBlogging – Twitter, Plurk

Social Media

Video – TeacherTube, SchoolTube, YouTube, Archive.org
Slides – Slideshare, Slide.com
Pictures – Flickr, Photobucket, Picasso
Widgets – Widgetbox
Curriculum – Curriki.org, Ocwconsortium.org, iTunes U

Web 2.0

Voicethread.com
Jogtheweb.com
go2web20.net
eduwiki.us
cooltoolsforschools.wikispaces.com



Compared

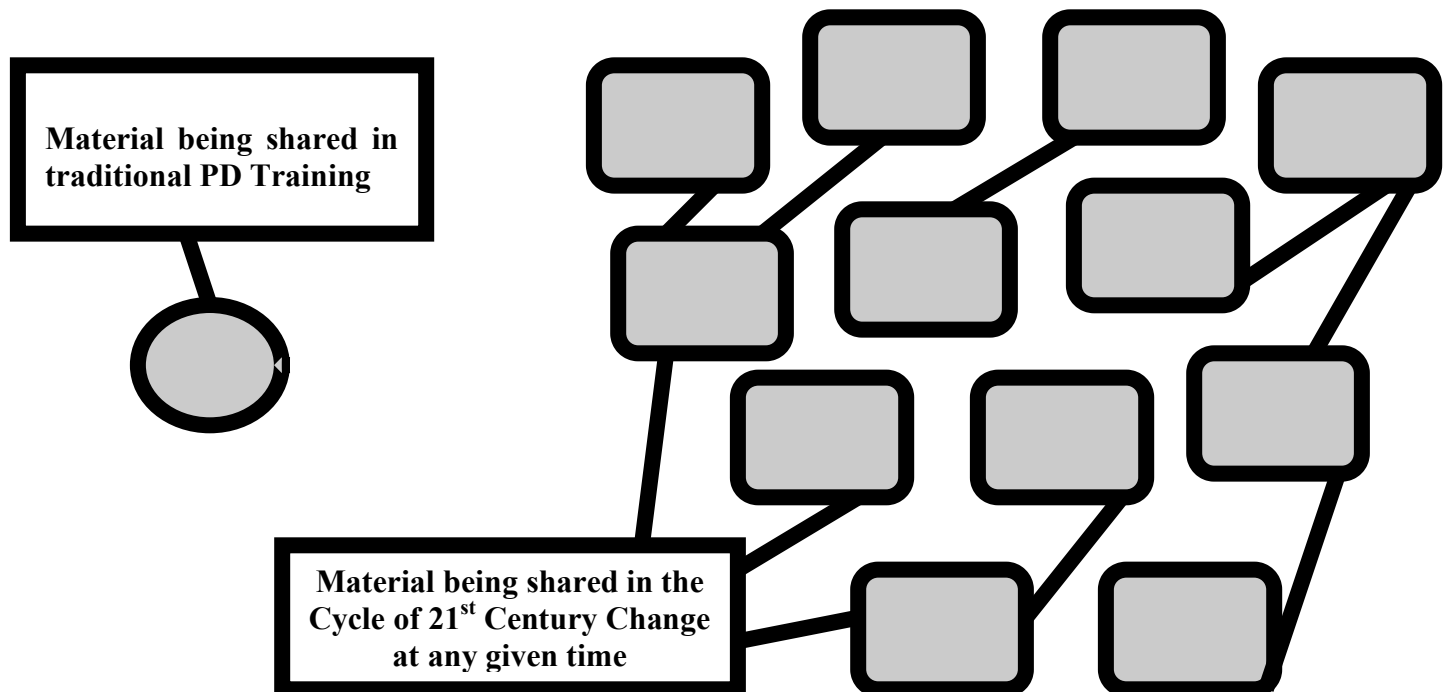
Traditional Professional Development vs. The Cycle of 21st Century Change

Traditional PD is a market driven training. The focus of each session is on learning a specific skill with detailed steps to be mastered. Some best practice examples are used to build connections between new and old information, but the focus is 'how to'.

The Cycle of 21st Century Change is socially driven. The focus of the training model is on individuals learning from each other. In a social networking style learning environment, any individual is given the opportunity to ask or answer questions on any topic. The existentialistic approach the Cycle offers perpetuates ideas and resources after the participants learn to appropriately utilize the global learning network. Because individuals that populate personal learning networks are always accessible through social networking, the Cycle of 21st Century Change exists anytime and from any number of connections.

Traditional Professional Development offers a specific message that is communicated to the entire audience. Because of the linear nature of this model, adjusting to the crowd and each individual is very difficult. Scheduling these types of training sessions can also be difficult.

The Cycle of 21st Century Change is based on the varied needs of individuals. By successfully utilizing social networking, the crowd supports each member's needs. As new skills are made available, the crowd filters the most popular content throughout the network making the majority aware of what the hot topics are.

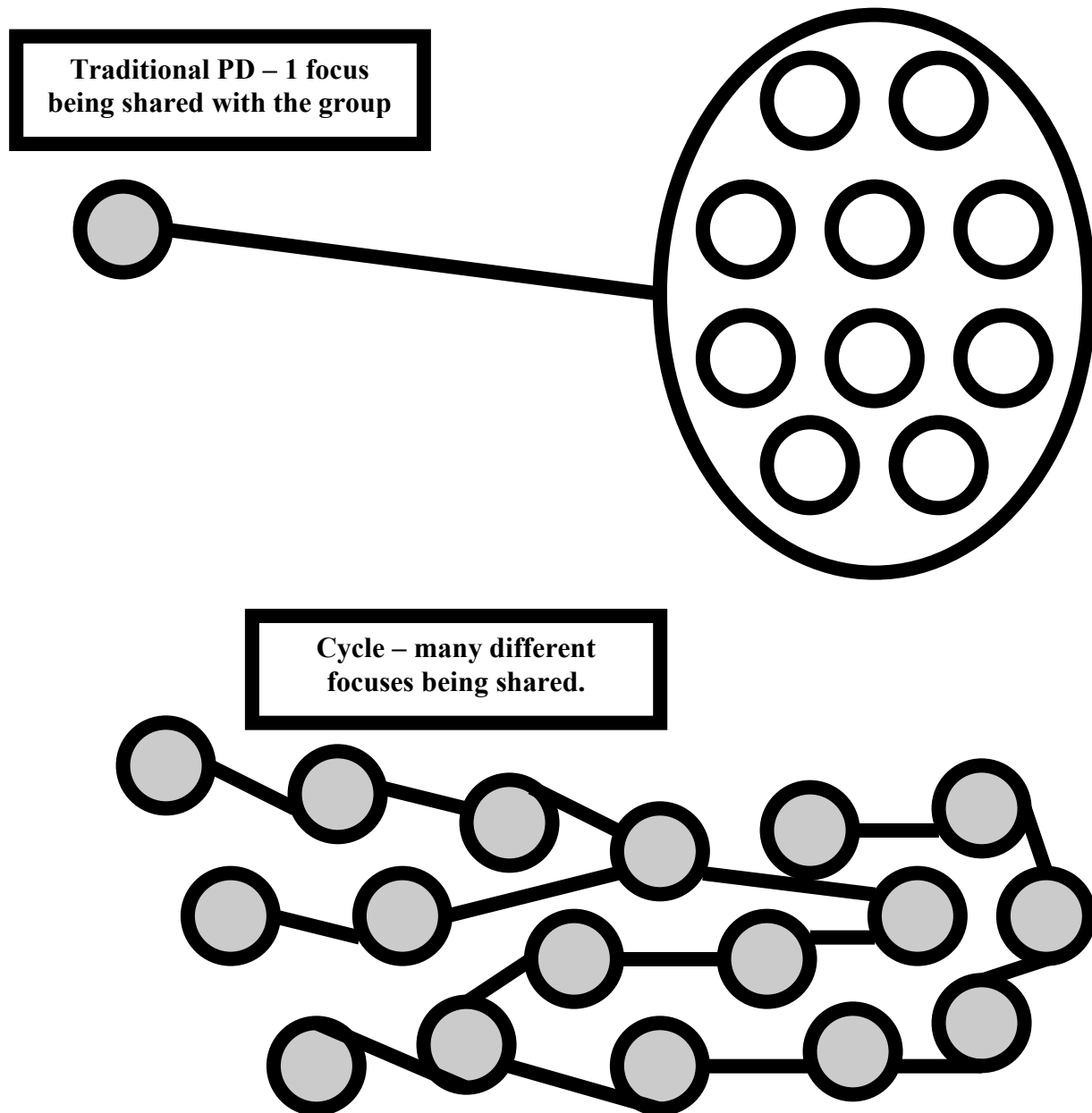


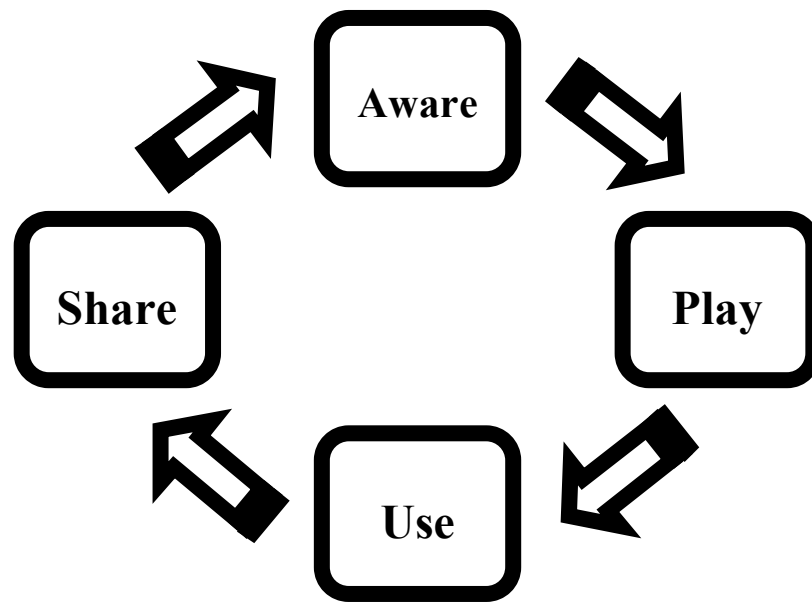
Compared

Traditional Professional Development vs. The Cycle of 21st Century Change Continued...

Traditional Professional Development demonstrates one person or a small group of people share their knowledge with a large group.

The Cycle of 21st Century Change does not assign knowledge distribution to one specific person. Instead, anyone can share. Members of the network decide whether the given information is relevant to their specific needs.





Getting Started

Esoteric Terms

Intuitive Technology – Many 21st Century Technologies do not require formal training. Think of how you learned to use a camcorder, digital camera or search engine. More advanced features are stumbled onto or shared after the technology is already being used.

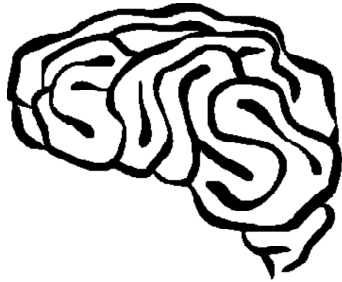
Web 2.0 – If a website is interactive, it is web 2.0. Example: Pixlr.com allows you to upload and edit your photos for free without the need to download any software. These types of software replacement tools are widespread throughout the Internet and most are free.

Social Media – Any video, slideshow, picture or other type of multimedia that is shared with the connected world.

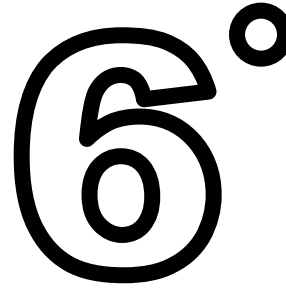
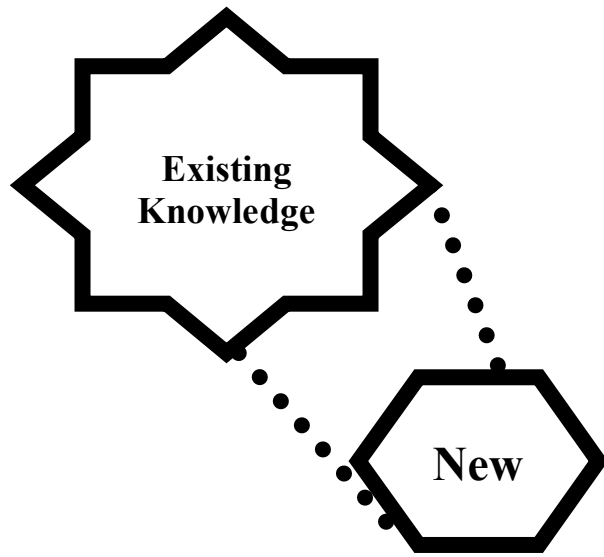
Creative Commons – This is an evolution of copyright law that allows content creators to easily share their creations. YouTube and Flickr are two of the many examples of services that utilize the CC licensing. Read more at CreativeCommons.org

Social Networking – The ability to interact with groups and individuals anytime and from anywhere.

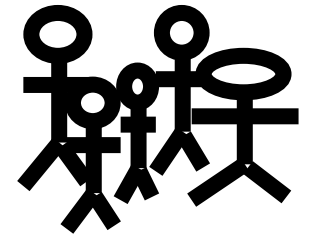
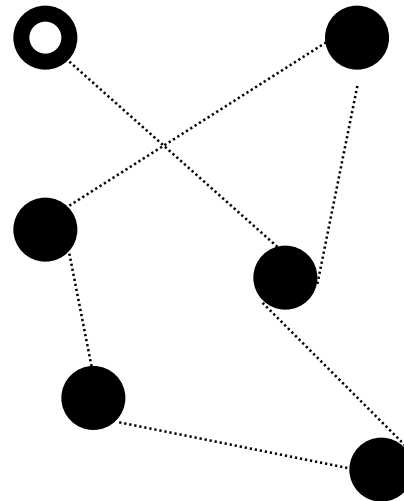
Ideas Behind Cycle 21



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**Power
of
Empathy**